

- Please write all the Haskell code into a single `.hs`-file and upload it in OLAT.
- You can use the template `.hs`-file that is provided on the proseminar page.
- Your `.hs`-file should be compilable with `ghci`.
- Don't forget to mark your completed exercises in OLAT.

Exercise 5.1 *Functional decomposition, Recursion, Character Strings* **4 p.**

This exercise is about manipulating character strings (type `String` in Haskell). To solve the following subitems, the only built-in functions you may use are `++` (to append two strings), `null` (to check whether a string is empty), `head` (to obtain the first character of a non-empty string), and `tail` (to obtain everything except for the first character of a non-empty string).

1. Implement a function `samePrefix :: String -> String` that, given an input string, returns its longest prefix consisting of the same character. For example:

```
samePrefix "" == ""
samePrefix "abc" == "a"
samePrefix "aaah!" == "aaa"
```

Hint: Use `[c]` to turn a single character `c` into a string. (1 point)

2. Implement a function `dropSamePrefix :: String -> String` that, given a string, returns the result of removing the longest prefix consisting of the same character. A correct implementation should satisfy the equation `samePrefix s ++ dropSamePrefix s == s` for arbitrary strings `s`. (1 point)
3. Implement a function `reverseString :: String -> String` that reverses a string, using `samePrefix` and `dropSamePrefix` from above. For example:
`reverseString "Hello World!" == "!dlroW olleH"` (2 points)

Exercise 5.2 *Arbitrary Precision Natural Numbers* **6 p.**

This exercise is about implementing arbitrary precision (non-negative) integers using strings. We represent numbers by strings of digits in reverse order, for example, 10 is represented by `"01"`, 199 by `"991"`, etc.

To solve the following subitems you may use `:`, `++`, `null`, `head`, and `tail`. Here, `:` is a binary operation of type `Char -> String -> String` that adds a character in front of a string, and the `Char`-type can be seen as an enumeration-type with constructors such as `'a'`, `'b'`, `'A'`, `'0'`, `'1'`, `...`. For instance, `'6' : "234" = "6234"`.

1. Implement two functions `fromInteger :: Integer -> String` and `toInteger :: String -> Integer` that translate between Haskell integers and our String representation (for the sake of functional decomposition you should first implement `fromDigit :: Integer -> Char` and `toDigit :: Char -> Integer` that translate between digits and characters). For example:

```
fromInteger 19 == "91"
toInteger "24" == 42
```

 (2 points)

In the remainder you are not allowed to use `fromInteger` and `toInteger` to perform computations on integers and then translate into strings. Instead you should work directly on strings.

2. Implement a function `add :: String -> String -> String` that performs addition on arbitrary precision numbers (build on top of `addDigits :: Char -> Char -> String`, adding two digits; you are only allowed to use `+ :: Integer -> Integer -> Integer` on digits). For example:
- ```
"99" `add` "104" == "005"
```
- (2 points)

3. Implement a function `pred :: String -> String` that computes the predecessor of an arbitrary precision number (that is, subtract 1 from the number, but do not go below 0; you are only allowed to use `- :: Integer -> Integer -> Integer` on digits). For example:
- ```
pred "0" == "0"  
pred "001" == "99"
```
- (2 points)

Hint: Start your Haskell script by `import Prelude hiding (fromInteger, toInteger, pred)` to hide the built-in functions that share names with the functions in this exercise.